

WALT DISNEY'S
THE JUNGLE
Book
Rhythm n' Groove



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

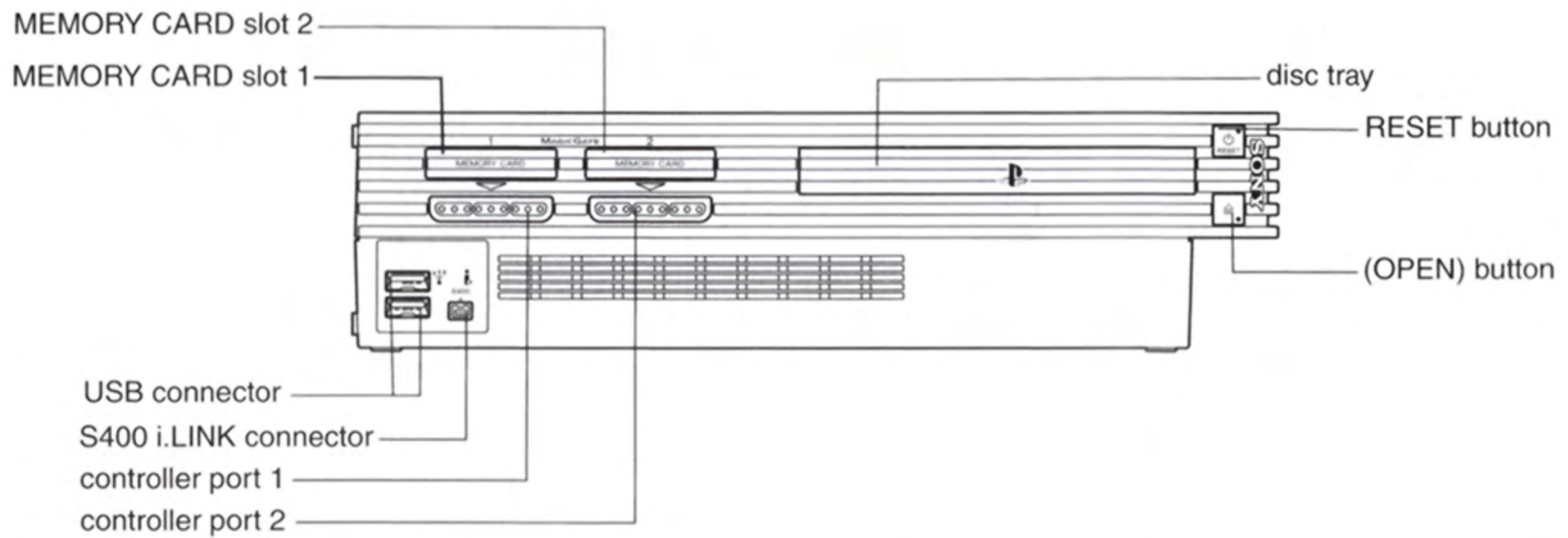
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED	2
STARTING UP	3
THE STORY	3
PLAYING THE GAME	4
MODE INSTRUCTIONS	5
1- Story Mode	5
2- VS Mode	6
3- Jungle Gallery	7
4- Temple of Fame	8
5- How to Play	8
6- Option Menu	8
IN-GAME MENUS	9
Pause	9
Fail	9
High Score	9
THE CHARACTERS	10
THE POWER-UPS	12
SONG LYRICS	15
TECHNICAL SUPPORT	24
CREDITS	25
WARRANTY	26

GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place Walt Disney's The Jungle Book Rhythm n' Groove disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using Walt Disney's The Jungle Book Rhythm n' Groove.

Memory Cards

Walt Disney's The Jungle Book Rhythm n' Groove lets you save your game at the current rate of play, on memory cards (8MB) (for Playstation 2) (sold separately), and resume play on previously saved games. Insert memory card(s) (sold separately) into the PlayStation 2 computer entertainment system BEFORE starting play.

Important: Do not remove a memory card while saving or loading games. Doing so could damage game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



OR

SCREEN	DIRECTION BUTTONS	BUTTON

THE STORY



I remember the day I found Mowgli, the man-cub. He was lying in a basket, in the bottom of a barge that had run aground. There were no people anywhere in sight. I couldn't leave him alone; Mowgli was then only an infant! So, I carried Mowgli to the cave of a wolf by the name of Rama. He has a heart of gold. I knew without a doubt: Rama and the other wolves would look after him. But even then I knew that, one day, Mowgli would have to go back to his own kind. And that day has come...

Shere Khan the Tiger has returned. He is dangerous, powerful, and he hates Men; they are hunters of tigers, and Shere Khan is afraid of them. Shere Khan will never let Mowgli live to become a man. He will do anything to kill him! The Wolves can no longer keep Mowgli with them. The danger is too great. So, I have set myself the task of accompanying Mowgli to a village of Men where he will be safe.

Traveling with Mowgli through the jungle is not easy! He thinks only of dancing and singing boisterously! But, encounters in the jungle can sometimes be dangerous and terrifying... That is where Mowgli's destiny lies. Perhaps he will discover feelings that will make him a man and open up a new life for him... if Shere Khan does not find him first.

PLAYING THE GAME

Walt Disney's The Jungle Book Rhythm n' Groove is a dance game. In order to win, you'll have to listen to the music and develop a sense of rhythm. To play the game, simply enter the corresponding arrows when they are in the center of the beat-circles. If there are two arrows at once, you must enter both inputs at the same time.

Points

The closer you are to following the beat, entering arrows in the center of the beat-circles, the more points you will make. You can make extra points by making consecutive inputs (combos) or activating certain power-ups.

Beat-Circles Accuracy

There are 5 levels of accuracy in the beat-circles. The more accurate you are, the more points you earn. The levels are:

Bull's eye = 500 points

Perfect = 100 points

Good = 50 points

Average = 25 points

Miss = 0 points

Dance Status

In the game, the characters' dance performance is a reflection of the player's ability to enter the arrows on the beat. The higher the status, the more spectacular the character dances. To illustrate the character's current dance status, the color of the arrows changes:

Light Green = Super Cool

Green = Cool

Yellow = So-So

Red = Stumble

No arrows = Fall

Difficulty Levels

There are 4 different difficulty levels in the game. Each is harder than the next, with more and more arrows falling faster and faster.

Combos

After 3 consecutive good inputs, a combo is initiated. It will continue to grow as long as you don't miss an arrow (or get lower than Good in the buffer). Special points bonuses are awarded throughout the combo and upon reaching certain plateaux of consecutive inputs. The longer the combo, the bigger the special points bonus is.

Power-Ups

In some of the game modes, special effects called "power-ups" can be triggered by entering an extra sequence of arrows between the regular inputs. If you can enter the activation sequence correctly, it will flash below the beat-circles to confirm the capture of the power-up. To activate it, simply enter the next regular input correctly. Each power-up has its own particular effect. Make sure you enter the regular arrows before concentrating on power-ups! See Power-ups section

High Scores

Whenever you get a high-score, you'll be asked to enter your initials. These will then be kept in the Temple of Fame where you'll be able to show them to your friends and family.

Unlocking Songs and Characters

In order to unlock more songs and new characters for the Versus mode, you have to complete the Story Mode. Each time you complete a new level, its song and character will become selectable in the other game modes.

MODE INSTRUCTIONS

Main Menu

1-Story

Join Mowgli in his musical adventure across the jungle!
Play alone or team up with a friend.

2-VS Mode

Allows you to play against an opponent.

3-Jungle Gallery

Have fun with four amusing play modes!

4-Temple of Fame

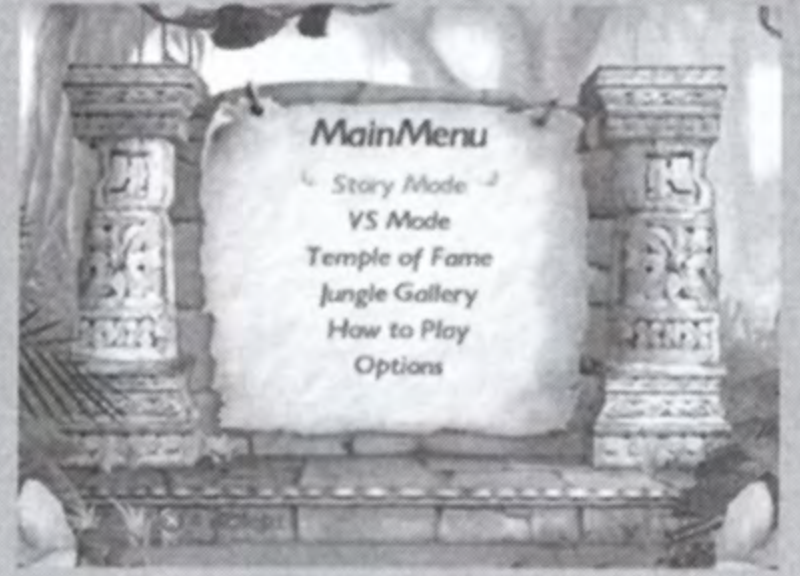
The best scores are collected here.

5-How to Play

Brief explanations on the different game modes.

6-Options

Personalize settings for sounds, languages, video, and controls.

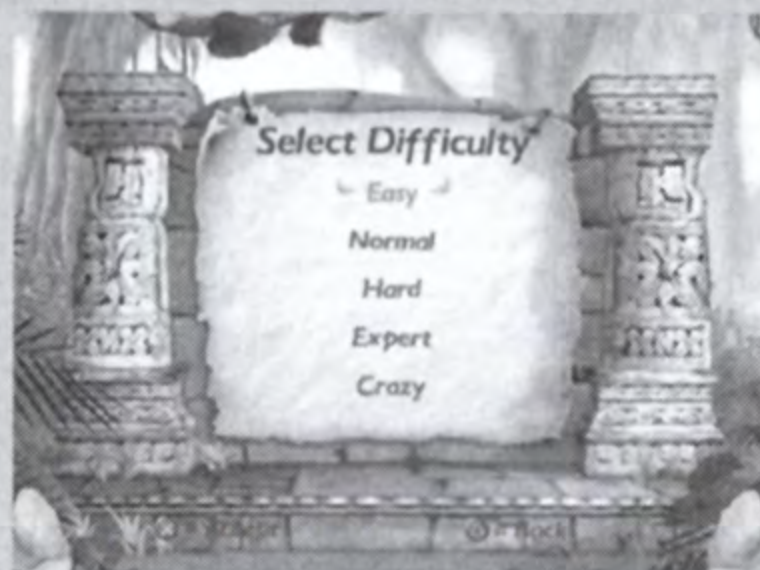


1- Story Mode

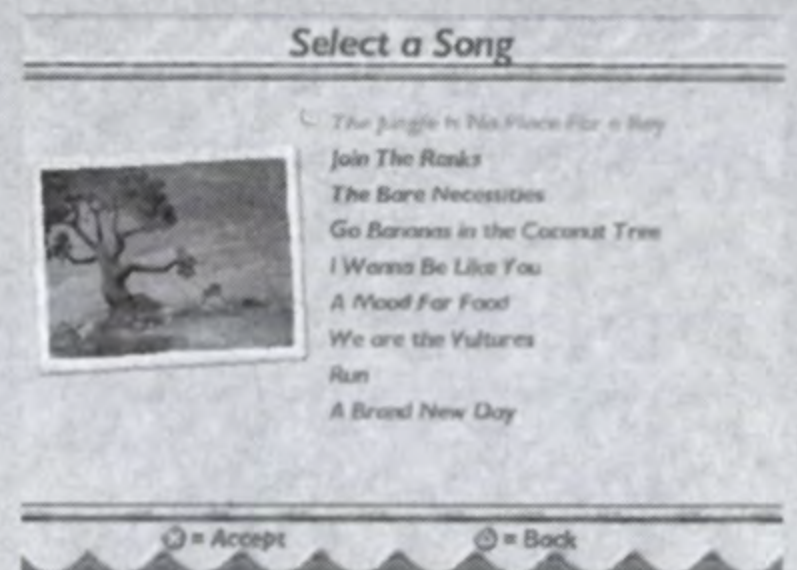
To Play Story Mode



1-Select the Mode



2-Select the Difficulty



3-Select the Stage

The Story Mode takes you across the nine levels of the Jungle Book. Each environment level has its own particular flavor and all the characters have a different dancing style. Mowgli must imitate all the animals in order to stay in the jungle.

Winning a Level

In order to go on to the next level, you must complete all 3 lessons.

Falling

Mowgli is only allowed to fall twice per level. If you fall a third time, you'll have to restart the level over again.

Character Challenges

The character challenges are special power-ups issued by the host characters of the level. Each good input will fill up a special gauge allowing you to win, earn bonus points, and trigger a special animation from the host character.



Boss Encounter

Over the course of your adventure, you'll have to confront both King Louie and Shere Khan. To defeat them, you'll have to use power-ups and make them fall 3 times. A timer will be activated under the power-up icon to show how much time you have to activate it. If you can't launch the power-up in time, it will drop on Mowgli and make him fall instead!

(* In Story Mode-Single Player, the game will only recognize controller port 1.)

Team Play

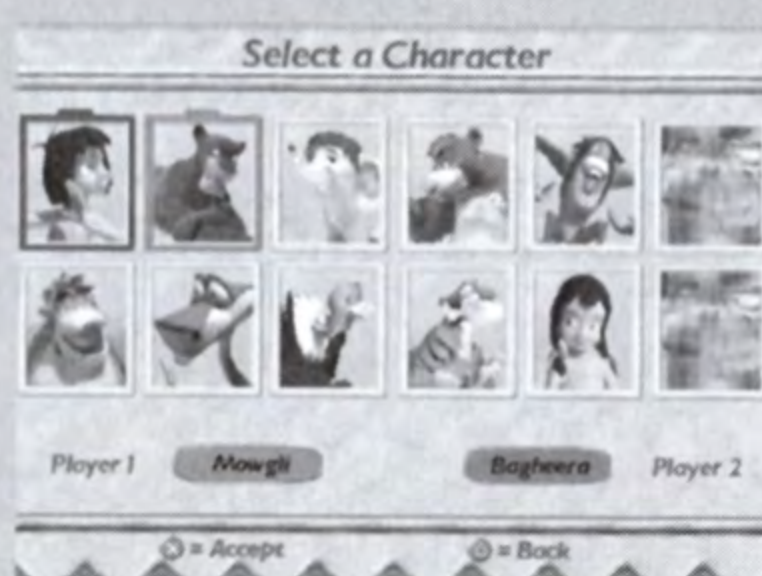
This option allows you to play through the Story Mode with a friend. Together, you'll both control Mowgli and help him on his adventure. Whenever an arrow is missed by one player, it will turn orange and be sent to the other who will then have the opportunity to save it. If the arrows are not saved, Mowgli will go down in status.

2- VS Mode

To Play VS Mode



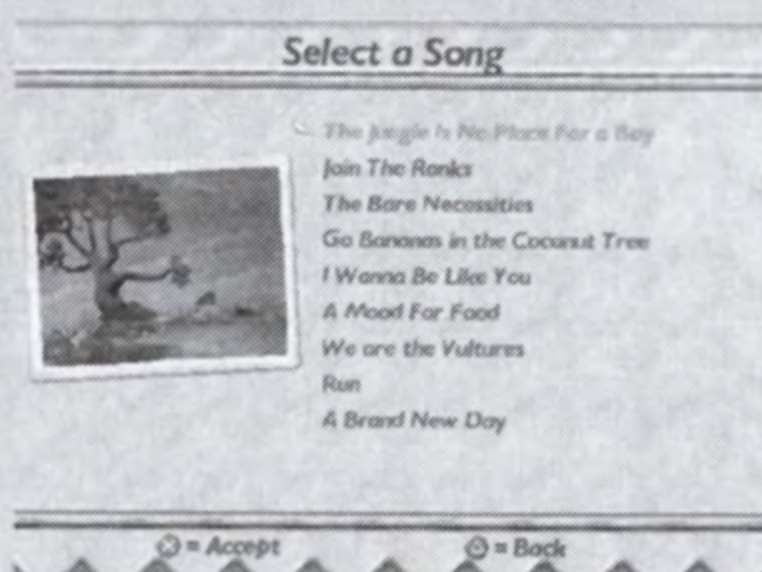
1-Select the Game Mode



2-Select Character



3-Select Difficulty



4-Select Song

(*the game will only recognize Controller port 1.)

Power-Up Confrontation

This mode allows you to use power-ups to compete against another player. When power-ups appear, you'll be able to launch them on your opponent to make things harder for him. If the power-ups are not activated fast enough, they fall on both players.

Winning a Round

The player who has the most points at the end of the round is declared the winner. If a player falls during the round, the opposing player wins automatically, no matter how many points he had.

Falling

If a player falls, he automatically loses the round. If both players fall simultaneously, the round is declared a tie.

Winning a Match

The first player to win two rounds is declared the winner.

Tiebreaker

If neither players manage to win two rounds by the end of the third round, they go into a tiebreaker. Here, power-ups are continually dropped on both players. The first player to fall loses the match.

Dance Marathon

In this mode, you can take on a friend to see who's the best dancer. The match lasts the whole length of the song. If you get a high score, you'll be able to enter your name in the Temple of Fame.

Winning a Match

The player with the highest score at the end of the song wins the match.

Falling

There are no fall limits in this mode. However, the more time you spend on the ground, the less time you'll have to make points and win the match.



Dance Sprint

At specific intervals during the song, the Dance Sprint will be activated. When this happens, step on the buttons as fast as possible to rack up the most points.

3- Jungle Gallery

To explore the Jungle Gallery

1. Select the Option you want and enjoy!!!

The Jungle Gallery will allow you to enjoy a variety of play modes. You can unlock more content by completing the adventure in Story Mode.



Dancing Stage

Here you'll be able to view all the animations of your favorite character.

Jungle Theater

This option will let you watch the different Full Motion Video from the Story Mode.

Karaoke Music Hall

You can sing along with your favorite characters without having to input the arrows.

Lou Bega's Bonus

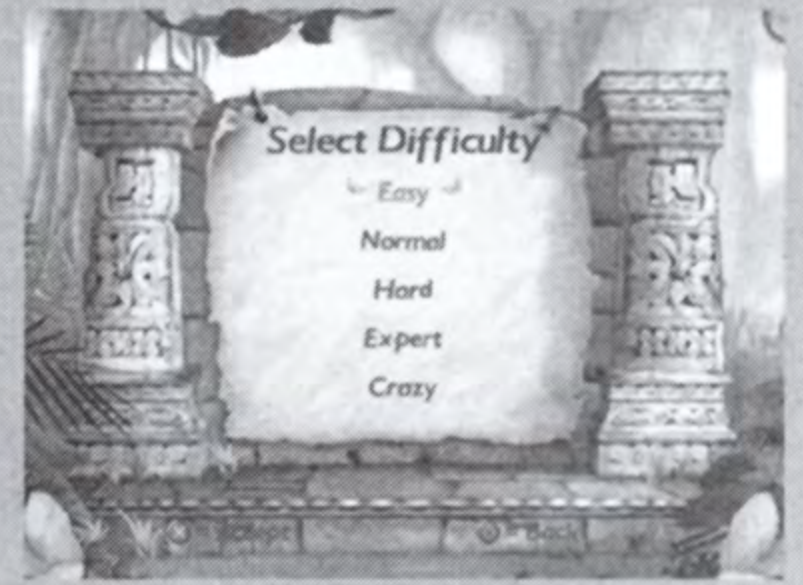
Beat Lou Bega's special dance challenge to unlock a special Lou Bega video.

4- Temple of Fame

To go throughout the Temple of Fame:

- Select the song.
- Select the game mode.
- Select the difficulty.

The Temple of Fame is where all the high scores are collected.



• Viewing High Scores

You can look at the high scores per game mode (Story Single Player, Story Teamplay, and Dance Marathon) and per difficulty level (Easy, Normal, Hard, Expert, and Crazy) for each song.

• Clearing High Scores

You can clear the high score for any song in any level.

5- How to Play

This Mode will help you understand the different game modes or explain them to your friends. You can refer to them whenever you want details about a specific feature of the game.



To Go to the Explanation

Select the correct option and watch the tutorial carefully!

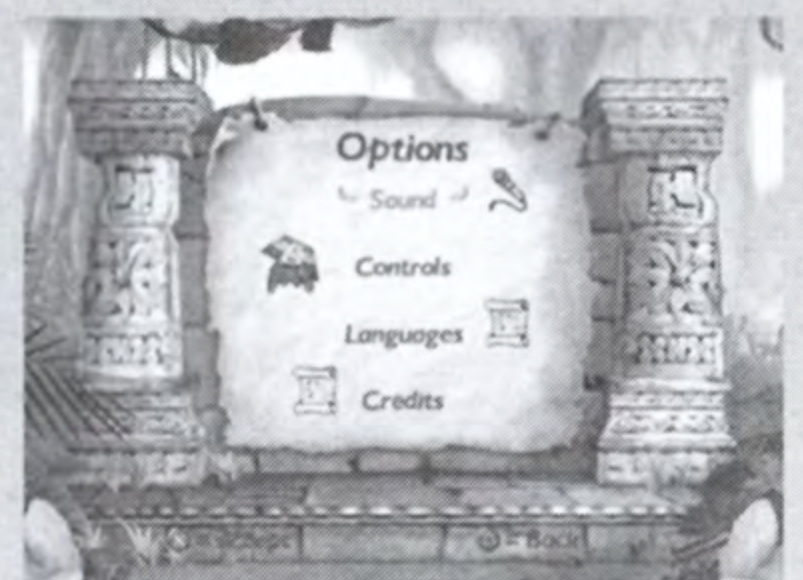
- Video: Gives you a short rhythm lesson which will be followed by a short session of kids playing on the fit pad.
- Slideshow: Gives you some information about the basics of the game.

6- Option Menu

To change some playing options, select the correct options and make the change you want.

Sound

- Allows you to adjust volume.
- Allows you to turn on or off the karaoke bar.
- Allows you to adjust the video set up (mono or stereo).



Control

- Shows you the controller types and their configuration (buttons).

Vibration

- Allows you to turn the vibration on or off.

Languages

- Allows you to select or change the language of the game.

Credits

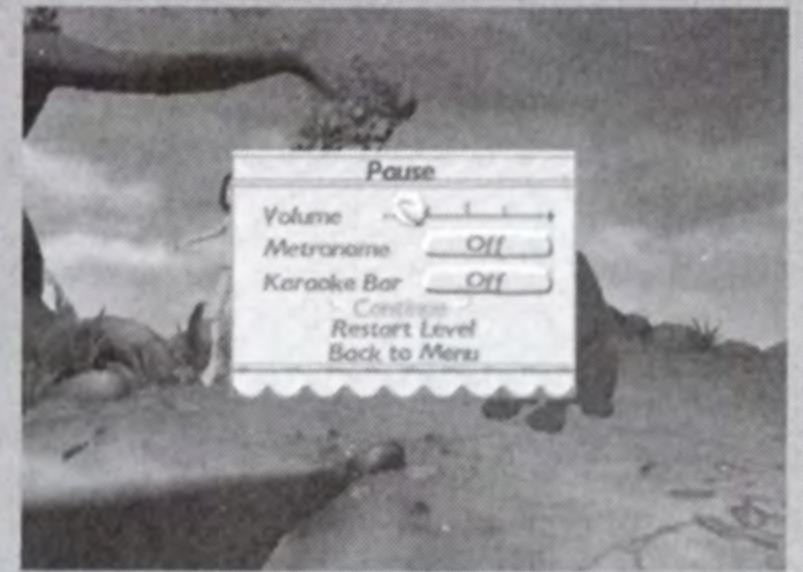
- Gives an idea of who put in lots of effort to build this game.

IN-GAME MENUS

Pause

When you press the START button, the Pause interface appears.

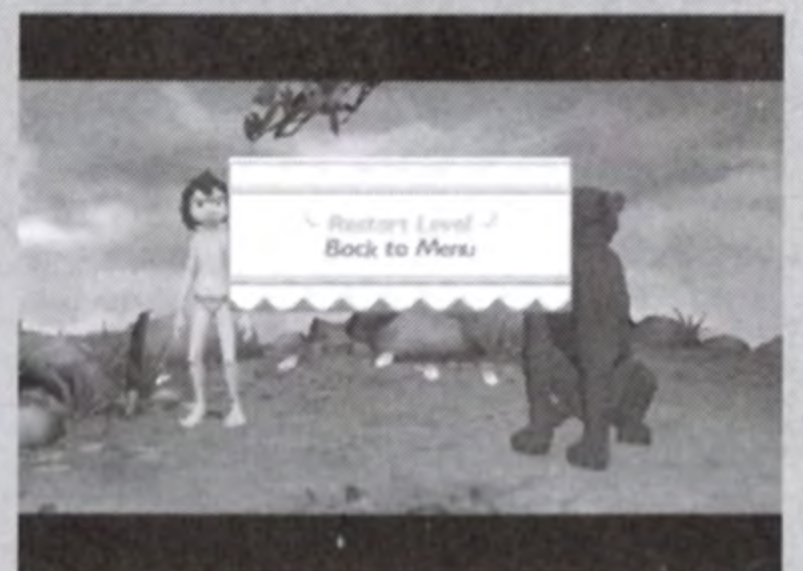
- **Volume:** Set the volume of the sound effects & music.
- **Karaoke Bar:** Turn the Karaoke Bar on/off.
- **Continue:** Exit the pause menu and return to the game. You may also use the START button.
- **Restart Level:** Restart your current level.
- **Back to Menu:** Quit the game and return to the main menu.



Fail

When you fail a level, this interface appears on the screen.

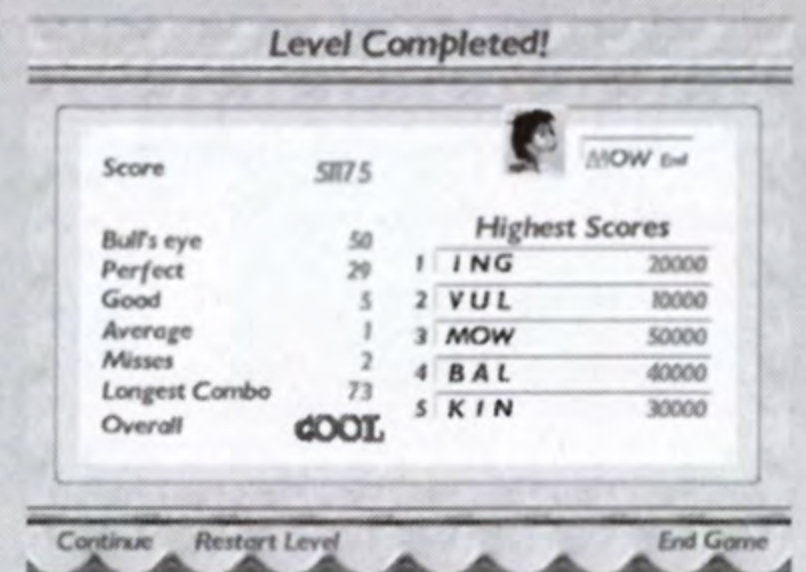
- **Restart Level:** Restart your current level.
- **Back to menu:** Return to the main menu.



High Score

When you successfully complete a level, the High Score interface appears.

- **Player's Initials:** You have 3 digits to enter your initials.
- **High Score:** Displays the 5 highest scores for that level (only in Story mode).
- **Statistics:** Displays all your statistics for that level.



Score: Shows your total score for that level.

Overall Performance: Shows the status in which your character has spent the most time.

Longest combo: Shows your longest successful consecutive input series.

Bull's Eye: The number of bull's eye inputs you achieved.

Perfect: The number of Perfect inputs you achieved.

Good: The number of Good inputs you achieved.

Average: The number of Average inputs you achieved.

Misses: The number of misses you achieved.

Saved: The number of Arrows missed by your partner you saved.

(Appears only in Story Mode-Teamplay.)

You then have the choice to:

- **Continue:** The game continues to the next level.
- **Restart Level:** Restart your current level.
- **Save:** Save your game (The game will only recognize MEMORY CARD slot 1).
- **Back to menu:** Return to the main menu.

THE CHARACTERS

MOWGLI

Mowgli is full of boundless energy; when he doesn't succeed at something, he picks himself back up and tries again. Mowgli is very agile, but he is stubborn and does not yet have the wisdom necessary to develop his strength. His natural innocence and good temper make him a peerless companion.



DANCING STYLE

Resourceful and bold, he is not afraid of difficult moves. He easily adapts to any style. His talents are limitless.

BAGHEERA



Bagheera is sophisticated, noble and thoughtful. He is generally good tempered. On the other hand, he scowls when things don't turn out as he plans. His friends love to make fun of this grumpy side, but all the animals respect his wisdom and intelligence. So they listen carefully to his advice.

DANCING STYLE

Very agile despite the noble restraint of his every movement. His leaps are striking. His hind legs are formidable.

JUNIOR

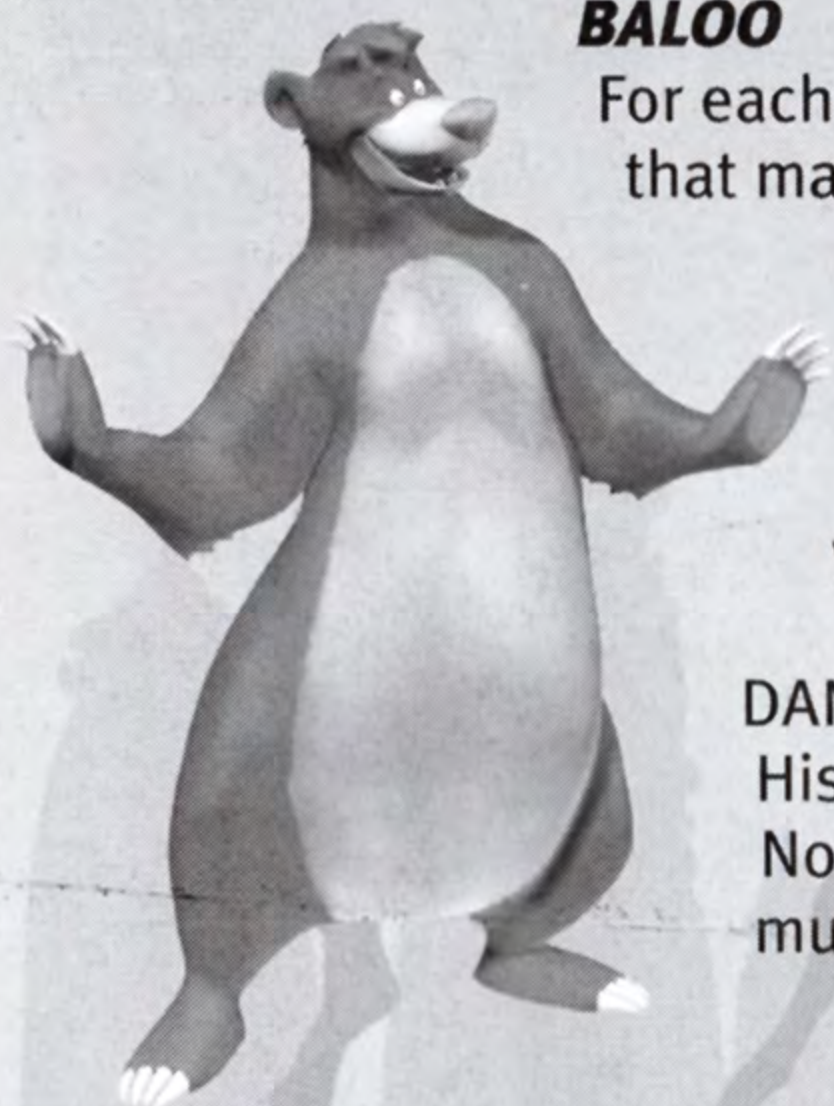
Smiling and kind, Junior is always optimistic. These qualities make him everyone's friend. He likes to have fun, but he's also a model student. He is the golden-haired child of his father, Colonel Hathi. The other elephants don't always like hearing Junior get all the praise! Being almost perfect is probably his biggest flaw!



DANCING STYLE

Military tradition. His movements are unaffected and amazingly efficient. His trunk gives him a musical advantage.

BALOO



For each of his good qualities, Baloo seems to have a flaw that matches it. He's strong but too heavy, jovial but lazy, optimistic but careless. Baloo can even put his friends in danger through his carelessness! But... it doesn't matter because everyone loves his relaxed attitude. Baloo is a loyal friend you can trust.

DANCING STYLE

His nonchalance belies an instinctively fine dancer. No other animal uses his shape so well. He is music personified.

THE MONKEY

Like every other monkey, he likes to have fun and howl with laughter! In fact, he lives only for that! Everything is a reason for jumping, running, making faces, joking, etc. His Master is King Louie. He respects him a lot, but he won't hesitate for a second to play a dirty trick on him.



DANCING STYLE

The most agile of dancers. Acrobatic and extremely quick. Loves dangerous moves. He seems a bit crazy.

KING LOUIE



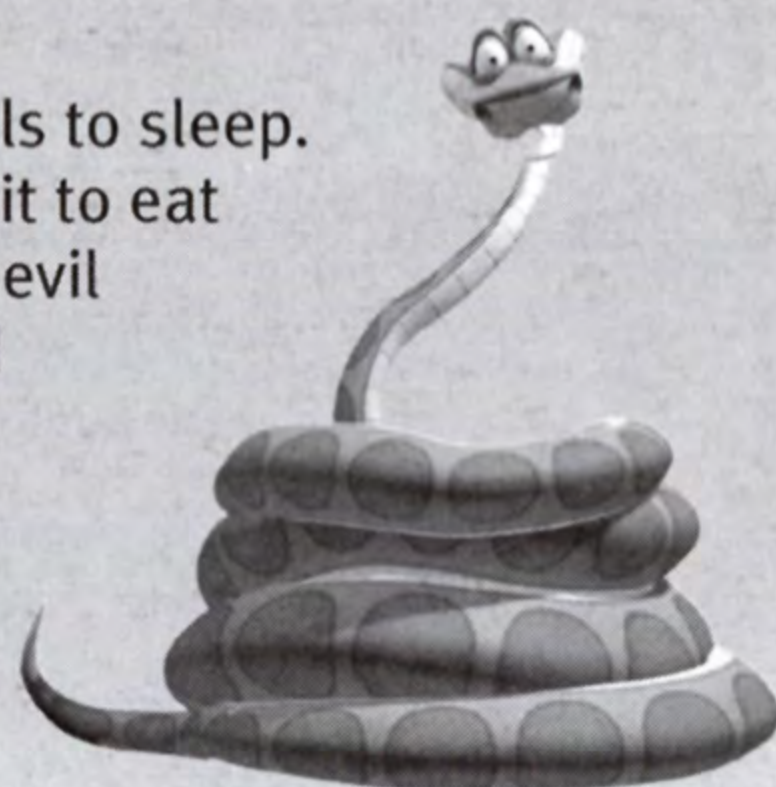
King Louie is ambitious: he wants to learn the secret of fire so he can become a Man!!! But, this touch of madness in no way diminishes his grandeur; he's the King for everyone who likes to dance and have fun! And he's very touchy about anyone trying to usurp one bit of his power!

DANCING STYLE

The dancer with the best sense of rhythm. Unequaled at creative improvisation. Rhythm seems to flow from his body.

KAA

Kaa is the master of hypnosis and can put the other animals to sleep. But watch out: he doesn't do it to help them rest, he does it to eat them! You can never trust him because his smile hides his evil intent. Nonetheless, everyone respects his mysterious and spellbinding look.



DANCING STYLE

The most supple dancer. His movements are flowing and full of mystery. His dance is a weapon...

BUZZY



Buzzy is a tenderhearted wanderer. He is gentle and sincere and loves everyone. But he has an irritating sense of humor that he loves to use to the detriment of others. He could never stand to lose a friend because of a stupid joke...

DANCING STYLE

A dancer who makes unexpected moves. Uses all four limbs effectively. We would say he's comical; he would say floating.

SHERE KHAN

Shere Khan hates Man because they hunt tigers. He is determined and intelligent, which makes him a formidable enemy. He is elegant; his movements are calm and precise. He's a dangerous creature. Shere Khan is proud of the fear he inspires. He will never admit his fear of fire...



DANCING STYLE

Aggressive. By far the most explosive dancer. He is calculating and dreams only of victory...

SHANTI

Shanti is the most marvelous being in the jungle! She is kindness incarnate. Her sweet and enchanting voice can soothe the savage beast, as if sound itself lived to stroke the leaves. Graceful and flirtatious, Shanti is the apple of her parents' eye. Everyone in the village is happy she's there.

DANCING STYLE

An accomplished and sophisticated dancer. She loves to make complex movements. Charming but formidable.



THE POWER-UPS



REVERSE

Mode: Power-Up Confrontation

Effect: This power-up totally reverses the flow of the interface. All inputs must be entered in reverse since everything is displayed upside down. Up becomes down, left becomes right, and vice versa.



INSTANT STUMBLE

Mode: Power-Up Confrontation

Effect: Players instantly drop to the « Stumble » status when this power-up is activated. If players were already at this status, the power-up has no effect.



HIDE & SEEK

Mode: Power-Up Confrontation

Effect: This power-up makes a leaf appear right atop the beat-box, hiding the arrows as they enter.



DOUBLE TROUBLE

Mode: Power-Up Confrontation

Effect: This power-up activates a large number of double inputs.



MAGIC EYE

Mode: Power-Up Confrontation

Effect: A leaf appears over the interface and the arrows scroll without any direction. The direction of the arrows is revealed when they go under the leaf. Players must memorize these directions in order to enter the correct input.



SCRAMBLER

Mode: Power-Up Confrontation

Effect: Sequences go through the vase and come out scrambled and mixed up.



SPIN

Mode: Power-Up Confrontation

Effect: This power-up makes the arrows rotate 90° with each passing beat.



INSTANT SUPER-COOL

Mode: Story/Power-Up Confrontation

Effect: Players instantly rise to «Super Cool» status when this power-up is activated. If players were already at this status, the power-up has no effect.



AVALANCHE

Mode: Story/Power-Up Confrontation

Effect: When activated, this power-up makes an avalanche of arrows fall through the player's interface.



STROBOSCOPE

Mode: Story/Power-Up Confrontation

Effect: When active, this power-up will make the arrows flash on and off very rapidly.



OFFBEAT

Mode: Story/Power-Up Confrontation

Effect: This power-up makes the arrows fall at a rate that's off beat with the music.



FLOWER POWER

Mode: Story/Power-Up Confrontation

Effect: A shower of flowers explodes in front of the interface during this power-up.



LIFT

Mode: Power-Up Confrontation

Effect: This power-up makes the beat-box rise toward the top of the screen.



FIREWALL

Mode: Story/Power-Up Confrontation

Effect: A wall of fire is created by this power-up, preventing players from having to input the arrows.



TINY TINY

Mode: Story/Power-Up Confrontation

Effect: This power-up makes the arrows very small and harder to see.



POINT MULTIPLIER

Mode: Story/Power-Up Confrontation

Effect: When activated, this power-up multiplies the player's points by two.



EXTRA FALL

Mode: Story

Effect: This power-up provides an additional fall icon.



FALLING ROCKS

Mode: Story

Effect: This is the power-up that must be activated to defeat King Louie.



LIGHTNING & FIRE

Mode: Story

Effect: This is the power-up that must be activated to defeat Shere Khan.



POISON ARROWS

Mode: Power-Up Confrontation

Effect: Poison arrows look similar to regular arrows, but they must be avoided. They are mixed throughout the regular arrows for the duration of the power-up.



ARROW LAUNCHER

Mode: Power-Up Confrontation

Effect: This power-up provides players with a bank of arrows that can then be launched in any order and at any time on the opposing player by inputting them between the regular arrows.



SHUTTERS

Mode: Power-Up Confrontation

Effect: Leaves appear over the interface and hide the arrows momentarily.



POINT ATTACK

Mode: Power-Up Confrontation

Effect: This power-up steals your opponent's points.



DANCE SPRINT

Mode: Story Mode

Effect: This power-up clears the interface of all arrows, allowing players to make as many inputs as possible in order to earn bonus points.

SONG LYRICS

The Jungle's No Place for a Boy

Performed by Bagheera

Well, my home is in the jungle
And, although I am quite humble,
I am not just another pussycat;

When I roar, the ground rumbles,
And the feeble-hearted crumble,
As I'm a well-respected, jungle-savvy cat.

But just look at you, Mowgli
Truly anyone can see
That you possess neither the speed,
nor the size;

This is not a joke, my friend;
Yes, you'll see, in the end,
That you should listen to the words of
the wise

CHORUS:
You may think that we're the same,
You may think it's all a game,
You may think that it's all only fun and joy;

It may not be to your taste,
But you're going to have to face
That the jungle is
No place for a boy.

Well, there's trouble in the jungle,
And sometimes, everybody fumbles
But when I fall, I don't get carried away

Because some you win, and some
you lose,
But, as long as you follow your muse,
You'll be singing at the end of the day.

But the jungle's full of danger.
No, it's no place for a stranger.
There are snakes and tigers dying
for a snack,
And you may think you've reached
your goal,
You may think you're in control,
When you're suddenly knocked down
by an attack.

CHORUS:
You may think that we're the same,
You may think it's all a game,
You may think that it's all only fun and joy;

It may not be to your taste,
But you're going to have to face
That the jungle is
No place for a boy.

Well, there are things I do believe in
And there are things I don't believe in,
And the line is sometimes fine between
right and wrong;

And you have to understand
If I have to take a stand,
It's not because I'm weak, it's because
I'm strong.

And sometimes my heart is broken,
And the truth remains unspoken,
And it seems to me that it's an
unfair fight;

But I'll never turn away,
Yes, I am quite proud to say
That I'm a cat that'll roar for what is right.

CHORUS:
You may think that we're the same,
You may think it's all a game,
You may think that it's all only fun and joy;

It may not be to your taste,
But you're going to have to face
That the jungle is
No place for a boy.



Join the Ranks
Performed by Hathi

(Keep it up! two! three! four! Up! two!
three! four! Up! two! three! four! Up!
two! three! four! And left! two! three!
four! Up! two! three! four! Up! two!
three! four! Up! two! three! four! And
right! two! three! four! Keep it up! two!
three! four! Up! two! three! four! Up! two!
three! four!)

Join the Ranks and walk in line
Join the Ranks and march in time
There is no game you can win
If you don't have discipline.

Join the Ranks and you will see
That you can become just like me
If you're good and you don't flunk, you can
Join the Ranks and sound your trunk!

(Atten-tion! Company – march! And up!
two! three! four! Keep it up! two! three!
four! And up! two! three! four! Keep it
up! two! three! four! Up... Company – Halt!)

I once was a small elephant
My big voice was a tiny grunt
But in the ranks, I learned respect
And an elephant never forgets.

In those days, now, way back then...
Now what year was that? hmmm... I
think it was when...
Now, hmm... where was I?
hmmm... let's see...
Well, just follow me!!!

Join the Ranks and walk in line
Join the Ranks and march in time
There is no game you can win
If you don't have discipline.
Join the Ranks and you will see
That you can become just like me
If you're good and you don't flunk, you can
join the Ranks and sound your trunk!

(Like that! Company – march!
And one! And ahoo! And ahap! And ahoo!
And up! two! three! four! Up! two! three!
four! And up! two! three! four! Up! Two!
Company – Halt!

Here in the pachyderm patrol
You will learn total control
I will teach you bit by bit
To stomp and salute and jump and kick)

I, the commanding elephant
Will show you how to act with deference
Here, you will follow the rules
Or get cast out with the fools!

Join the Ranks and walk in line
Join the Ranks and march in time
There is no game you can win
If you don't have discipline.

Join the Ranks and you will see
That you can become just like me
If you're good and you don't flunk, you can
Join the Ranks and sound your trunk!
I was going to say that!
Well... Fine...

(Company – march!
And a up! And a two! three! four!
Up! two! three! four!
And up! two! three! four!
Up! two! And ahip! hip! hica!...)

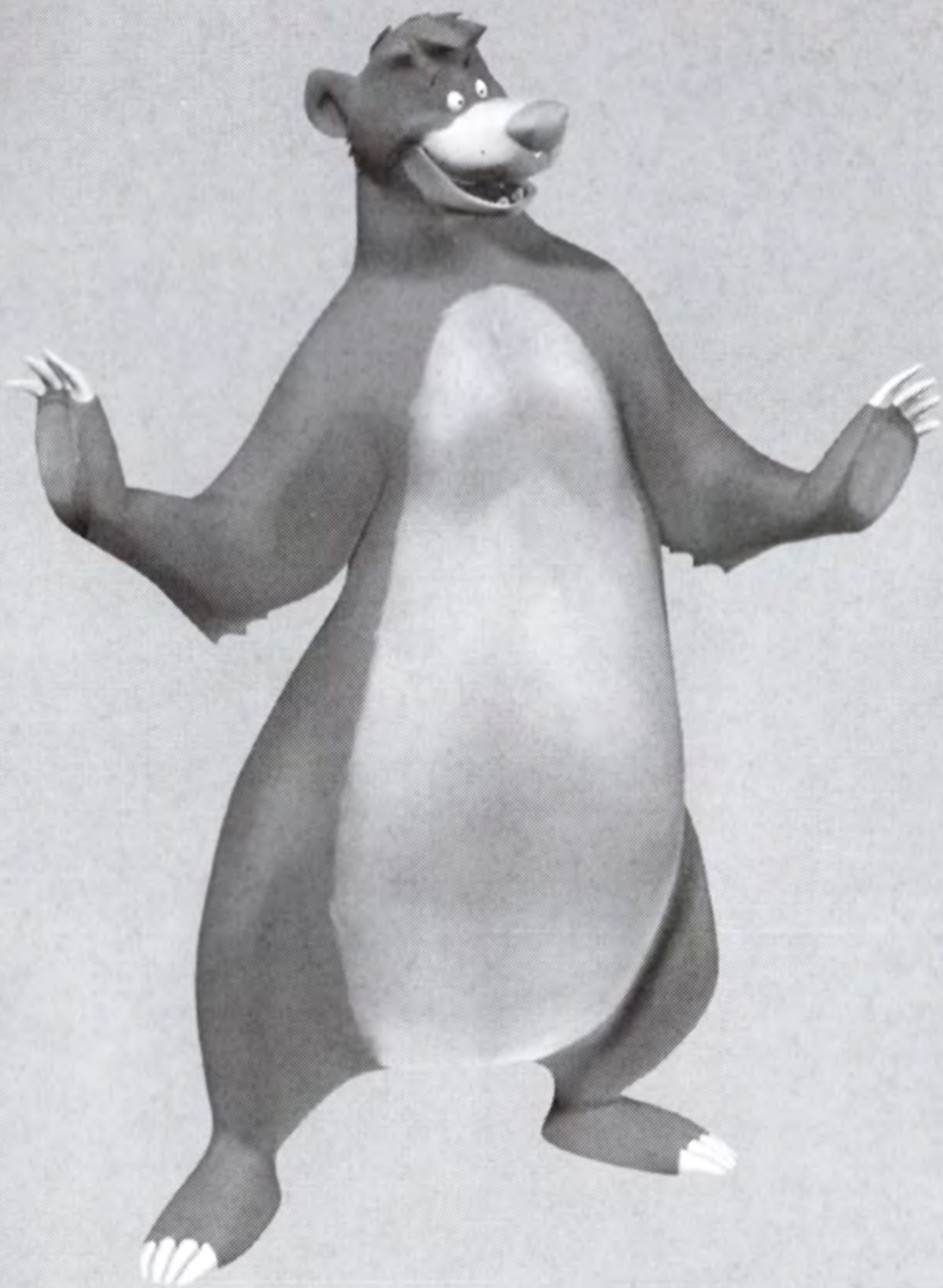
The Bare Necessities

Performed by Baloo

Look for the bare necessities
The simple bare necessities
Forget about your worries and your strife

I mean the bare necessities
Old Mother Nature's recipes
That bring the bare necessities of life

Wherever I wander, wherever I roam
I couldn't be fonder of my big home
The bees are buzzin' in the tree
To make some honey just for me
When you look under the rocks and plants



And take a glance at the fancy ants
Then maybe, try a few
The bare necessities of life will come to you
Look for the bare necessities
The simple bare necessities
Forget about your worries and your strife

I mean the bare necessities
That's why a bear can rest at ease
With just the bare necessities of life
So try and relax, yeah cool it
In my backyard
'Cause if you act like that bee acts, huh!

You're workin' too hard
Don't spend your time lookin' around
For somethin' you want that can't be found
When you find out you can live without it,
Then go along not thinkin' about it!

I'll tell you somethin' true
The bare necessities of life will come to you

Look for the bare necessities
The simple bare necessities
Forget about your worries and your strife

I mean the bare necessities
Old Mother Nature's recipes
That bring the bare necessities of life
That bring the bare necessities of life



Go Bananas in the Coconut Tree

Performed by the Monkeys

Hey there, little man-cub, Now let's
see if you are cool
'Cause in that department, we here
monkeys rule
We don't waste no time with our feet
on the ground
We're up in the air just foolin' around!

Now you human types, you're kinda square
Looks like you've got thumbs just
everywhere!
You can hardly climb, you can barely swing
Let's see if you can do the monkey thing...

CHORUS

'Cause we got all the rhythms
And we sure know how to swing 'em
And we sure know how to throw
a great party

Now if you've got the groove,
You can join the fun and move
And go Bananas in the Coconut Tree!



Okay, little man-cub, now that was
pretty good
You're even doing better than I thought
you would
Looks like you want more, like you didn't
get enough
So let's move on to the serious stuff!

It's time to pull out all the stops and prove
That you can do the crazy monkey moves
Funny moves, quick moves, jumpin' around,
Do a flip, a back flip, and make a
funky sound!

CHORUS

'Cause we got all the rhythms
And we sure know how to swing 'em
And we sure know how to throw
a great party

Now if you've got the groove,
You can join the fun and move
And go Bananas in the Coconut Tree!

Shake it, little man-cub, now give it
all you got
You gotta strut your stuff if you wanna
reach the top
You really gotta know your monkey boogie
If you wanna meet King Louie!!!

CHORUS

'Cause we got all the rhythms
And we sure know how to swing 'em
And we sure know how to throw
a great party

Now if you've got the groove,
You can join the fun and move
And go Bananas in the Coconut Tree!

Now let's go meet King Louie!!!

I Wanna Be Like You
Performed by King Louie

Now I'm the king of the swingers
Oh, the jungle VIP
I've reached the top and had to stop
And that's what's botherin' me

I wanna be a man, man-cub
And stroll right into town
And be just like the other men
I'm tired of monkeyin' around!

Oh, oobee doo
I wanna be like you
I wanna walk like you
Talk like you, too

You'll see it's true
An ape like me
Can learn to be hu...u...uman too

Now don't try to kid me, man-cub
I made a deal with you
What I desire is man's red fire
To make my dream come true

Give me the secret, man-cub
Clue me what to do
Give me the power of man's red flower
So I can be like you

Oh, oobee doo
I wanna be like you
I wanna walk like you
Talk like you, too
You'll see it's true
An ape like me
Can learn to be hu...u...uman too

SCAT:
Zo-bop-bidou-hee
Reep-idoo-idoo-bai
Zoo-belibop-belibop
Ha... ha... ha... ha...
Zam-babeloo-bong-bong
Yea-bela-beloy
Am-mam-mmm-mam-mmm-mam-mmm-
mam-mmm-mAAAAAAAa

Oobee doo
I wanna be like you
I wanna walk like you
Talk like you, too

You'll see it's true
someone like mEEEEEEEE
Can learn to be
Like someone like yoooooooouuuuuuu

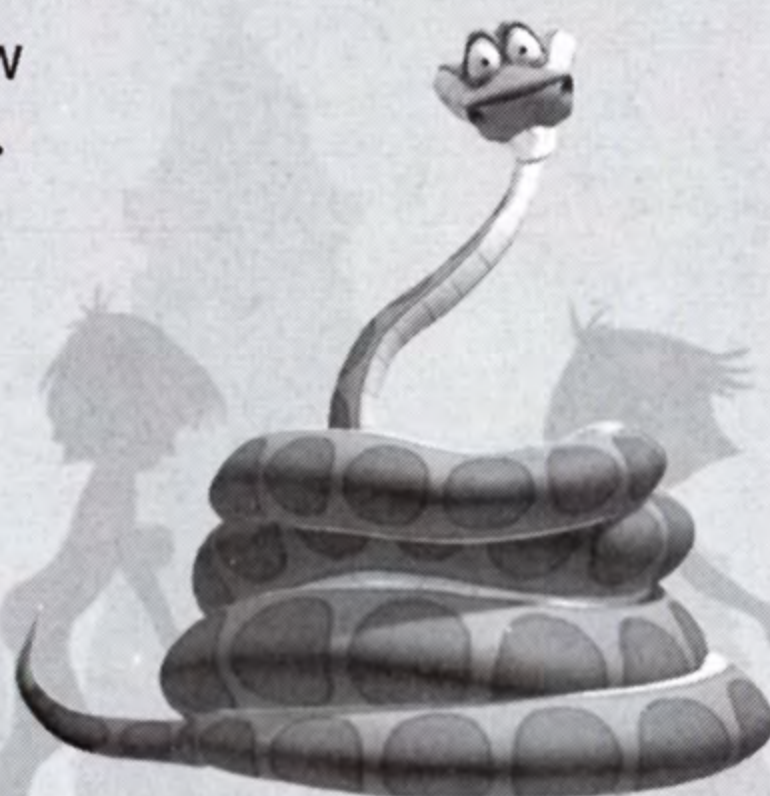
Learn to be
Like someone like mEEEEEEEE!

A Mood for Food
Performed by Kaa

I can slide, I can swirl
I can twist and I can twirl
I can slither, smooth and slow
You will see just what I show.

I am in the mood
To play with my food

I have spark, I have charm
I know painless ways to harm
Look into my eyes
Let yourself be hypnotized



I am in the mood
To play with my food.

Sway
Sway with me
Sleep
Little Mowgli

I am in the mood
To play with my food.

We Are the Vultures
Performed by the Vultures

Look at the little bag of bones
Walkin' in the jungle all alone
Looks like he's found some company
With Buzzy, Dizzy, Flaps and Ziggy!

We're a little bored, we don't know
what to do
But now we're gonna have some
fun with you!
We don't really know just where to go
But we're gonna go real slow...

CHORUS:
We are the Vultures!
Birds of a feather...
We are the Vultures
...Always stick together!

The little bloke, he's doin' alright
We might make somethin' out of him tonight
Things aren't going like he'd planned
But we can lend a helping hand!

In all our roaming, in all our flights
We never met an animal we didn't like
We're a tight-knit set of birds
And we've only got one word
CHORUS:

We are the Vultures!
Birds of a feather...
We are the Vultures
...Always stick together!

You ain't got no wings, ain't got no beak
But you've come along looking pretty sleek
We won't make any further fuss
'Cause now you're one of us!

CHORUS:
We are the Vultures!
Birds of a feather...
We are the Vultures
...Always stick together!

Run!
Performed by Shere Khan

Do you know who you are facing?
Do you know just who I am?
Prepare to meet your last defeat
In the paws of Shere Khan.

I may let you run,
And I may let you hide;
But there's no way you'd escape your fate,
Even if you tried.

Enjoy the moment, man-cub...
You won't live to be a man.

Run!

[RUN!
WHILE YOU HAVE A CHANCE!
RUN, FRIEND, RUN!]
This is your last dance.

You humans are all the same
On the world, you think you reign;
But now, the hunter is the hunted
As you've become my game.

This is your last race
I'll put you in your place
You've come to meet your destiny
Now it's I you must face.

Take a deep breath, my friend
As you are near the end...

Now RUN!

[You don't scare me! I won't run
from anyone!]
How dare you!!!

[RUN!]
While you have a chance!
[RUN, FRIEND, RUN!]
This is your last dance!



A Brand New Day
Performed by Shanti

The sun is shining above the trees
The waterfalls are singing
The birds are whispering behind the leaves
All Nature's bells are ringing

It's a perfect day to let the river flow
And slowly see what life is bringing
It's a perfect time to let your worries go
And start a new beginning...

CHORUS:

Open up your eyes, stretch your
arms out wide
Let your heart set you free
Set your sights up high in the jungle sky
It's a brand-new day for you and me.

The bees are buzzing as they ride
the breeze
And gently dive into the flowers
The flowers reach up high to touch
the trees
And feel the sunlight's quiet power

It's a perfect day to make your
dreams come true
And become all you want to be...hee
It's a perfect time to see your
wishes through
And sing in perfect harmony

CHORUS:

Open up your eyes, stretch your
arms out wide
Let your heart set you free
Set your sights up high in the jungle sky
It's a brand-new day for you and me.

Beyond the village gates
A whole new life awaits
A whole new way to see, a whole
new way to be
It's time to understand
Your place here in the land
It's time to feel the sun and really
have some fun!

CHORUS:

Open up your eyes, stretch your
arms out wide
Let your heart set you free
Set your sights up high in the jungle sky
It's a brand new day for you and me.

Open up your eyes, stretch your
arms out wide
Let your heart set you free
Set your sights up high in the jungle sky
It's a brand-new day for you and me.



Have a **WILD** TIME WITH BOOKS FROM RANDOM HOUSE!



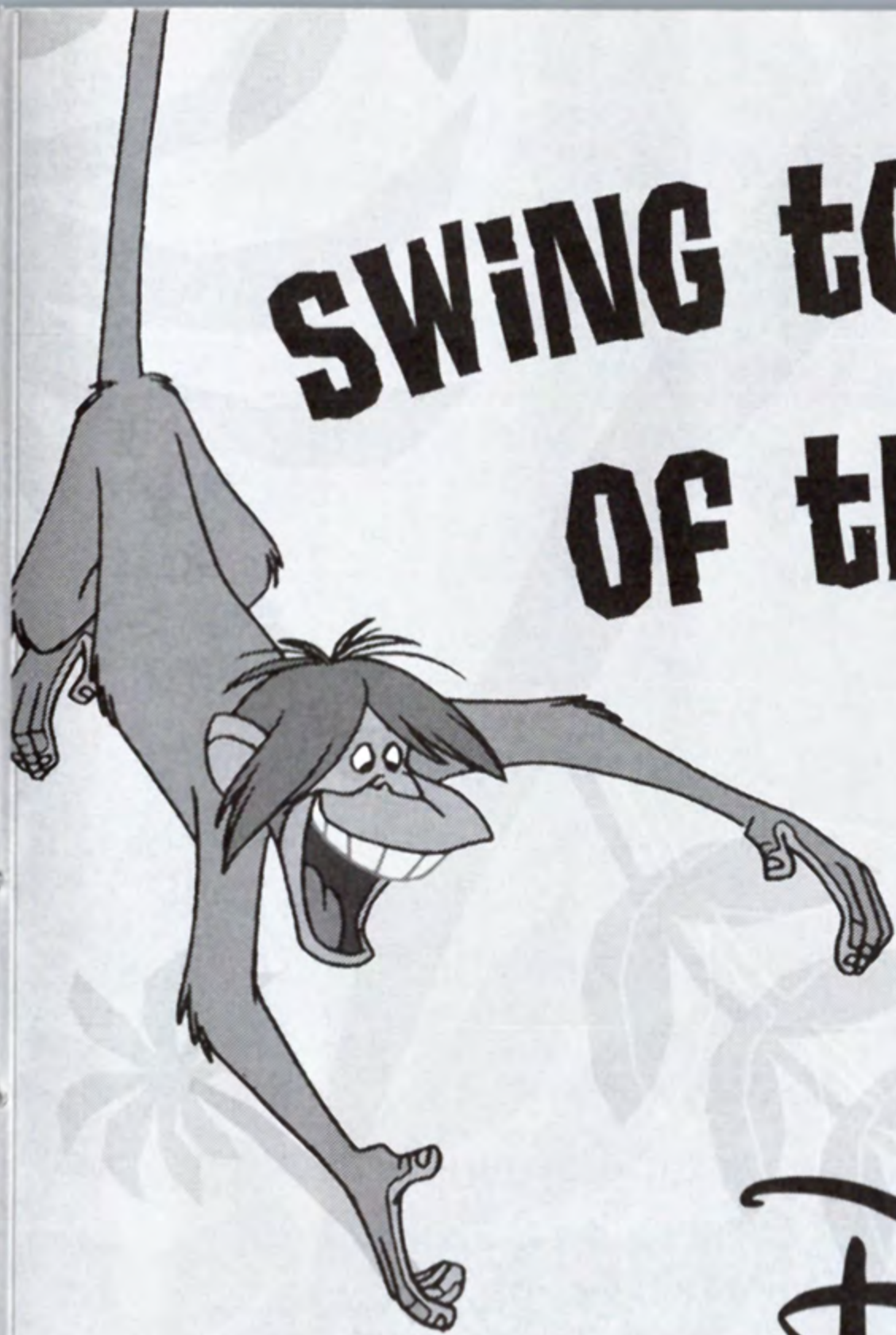
Available wherever books are sold.



www.randomhouse.com/kids/disney

© 2003 Disney Enterprises, Inc.

SWING to the SOUND
OF the JUNGLE
With



Disney's
**THE JUNGLE
Book 2**
SOUNDTRACK

Featuring the classic song
I WAN'NA BE LIKE YOU, performed by **SMASH MOUTH**
and 11 other great songs
that make owning this album a "bare necessity!"
Available wherever music is sold.

Technical Support

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems:
<http://support.ubi.com/>

Contact Us by Email

For fastest response via email, please visit our website at:
<http://support.ubi.com/>

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9am–9pm (Eastern Standard Time). While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:
Ubi Soft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

CREDITS

Producers

Alain Tascan
Catherine Roy

Producer Associate

Kim Belanger

Game Design

Lead Game Designer
Patrick Fortier

Game Designers

Alexandre Pednault
Matthieu Baillargeon
Simon Ashby

Sound Game Design

Simon Ashby

Scriptwriting

Philippe Debay

Design Programming

Lead Design Programmer

Serge Doré

Design Programmers

Chaouky Garram
Yann Guerin
With the collaboration of
Carl Masse
Ian Bailey

Data Management

Tommy Harvey

Programming

Lead Programmer

Eric Bégin

Programmers

Dany Joannette

Console Lead Programmers

Martin Sevigny
Nicolas Rioux

Console Programmers

Christian Desautels
David Lapointe
JF Dube
Joel Tremblay
Robin Lafortune
Stephen Mulrooney

Special Thanks to the Following Teams:

General Engine & Tools
3D Engine & Tools
Sound Engine & Tools
Animation Engine & Tools

Art

Animation

Artistic Director-Animation

Frédéric Poirier

Lead Animator

Josef Sy

Technical Director

Mathieu Huet

Animators

Sonia Pronovost
Sylvie Chartrand
Suzanne Labreque
Stephen Greenberg
Hugo Landreville Potvin
Jonathan Dumont
Martin Caya
Benoît Saumure
Jonathan Abenhaim

Character Modeling –

Console version
Technical supervisors
Emile Ghorayeb
Jérôme Desplas

Modeling Artists

Agata Wierzbicki
Arman Akopian
Bertrand Israël
Charles Beirnaert
David Blazetich

Jean-Pierre Barette

Julien Proux
Marc Bouchard
Mélanie Caron
Olivier Fournier
Pascal Beaulieu
Pascal Ruest
Remi Turcotte
Vincent Collombel

Modeling

Artistic Director- Modelization

Mathieu Casgrain

Lead Modeler – Console Version

The Chinh Ngo

Lead Modeler – Original PC Version

Sophie Marsolais

Modelers

Julie Cossette
Annie Richer
Sébastien Brassard
Aline Desruisseaux
Special thanks to
Stephane Turgeon

Menus

Graphics

Isabelle Tremblay
With the collaboration of
Arianne Trottier

Design

Ann Lemay
With the collaboration of
Yann Guérin

Direction of In-Game Cameras

André Gaumond

Special Thanks to the

« Full Motion Video » team

Sound Production

Producer

Jean Massicotte

Songs / Music and Lyrics

(except « The Bare Necessities »
& « I Wann'a Be Like You »)
Nicolas Maranda

Brass Arrangements

Maxime St-Pierre
Nicolas Maranda

Musicians

MAXIME ST-PIERRE
-trumpet
SERGE ARSENAULT
-trombone
ANDRÉ LEROUX
-saxophone
ROBERTO MURRAY
-saxophone
SIMON CLAUDE
-violin
RICK HAWORTH
-sitar
BERTIL SCHULRABE
-percussions
FRÉDÉRIC DARVEAU
-bass on "Bare Necessities"
JEAN MASSICOTTE
-keyboards
NICOLAS MARANDA
-guitars, bass, keyboards,
percussion, programming,
didgeridoo, oud, gazoo & gizmoz

Original Score by

Billy Martin

Music and Full Motion Video Mix

atUbi Music Studio - Montreal

Lead Sound Engineer

Simon Pressey

2nd Sound Engineer

Olivier Germain

2nd Sound Engineer on Localization Mix

George Pelekoudis
Full Motion Video Mix Engineer
François Arbour

Foley / Sfx Production Manager

Josué Beaucage

Foley Artist

Diane Vézina

Foley Assistant

Alexis Farand

Full Motion Video Sound Editor & In-Game Sound FX

Éric Lemoine

In-Game Ambiances

Stéphane Larivière

Sound Post-Production Manager

Nicholas Grimwood

Sound Post-Production Team

Martin Berthiaume
Olivier Lambert

Back Vocals

Nicolas Maranda
Pascale Coulombe

Localization Manager

Marie-Estelle Lamy

Integration

Sylvain Côté
Jonathan Gosselin
Peter Zsurka

Marketing Research

Team leader

Caroline Martin

Research Assistant

Philippe Jacques
With the collaboration of
Stéphane Cardin

Special Thanks to

« How to play video » team

Testing

Lead tester

Eric Audette

Testers

Benoît Gagnon
Frédéric Laporte
Katia Audet
Sébastien Hébert
Stéphane Charbonneau
Gabriel Gobeil Van de Walle
Eric Laperrière
Christian Fortier.

QA Managers

Éric Treumblay
Éric Martineau

Ubi Soft U.S. Team

Group Brand Manager

Mona Hamilton

Brand Manager

Stephanie Bond

Public Relations

Carol Quito
Tyrone Miller

Special Thanks to the Entire Ubi Soft San Francisco Team!

Disney Interactive Team

Producer

Luigi Priore

Localization Manager Eur

Catherine Duperron

Senior Brand Manager Eur

Carole Degoulet

Associate Mktg Manager

Nichol Bradford

Asst Production Manager Eur

Térence Mosca-Toba

Production Supervisor

Ann Marie Castro

Special Thanks to:

Dan Winters
Thierry Braille
Steve Finney
Tami Webster
Bob Picunko
Fritz Bronner
And the entire
Disney Interactive
Console Games Group

Voices

Disney Character Voices

Rick Dempsey
Susie Lum
Beth Glenday
Randy Coppinger
Diane Passarelli

With the Voice Talents of:

Julissa Aguirre
Jeff Bennett
Corey Burton
Steven Curtis Chapman
Randy Crenshaw
Jim Cummings
Taylor Dempsey
Jess Harnell
Tony Jay
Bob Joles
Bryton McClure
Rob Paulsen

Original Songs from Walt Disney's The Jungle Book Motion Picture:

The Bare Necessities

Words & Music by Terry Gilkyson
© 1964 Wonderland Music., Inc.
(BMI)
Copyright Renewed. All Rights
Reserved.

I Wann'a Be Like You

Written by Richard Sherman and
Roger Sherman
© 1966 Wonderland Music., Inc.
(BMI)
Copyright Renewed.
All Rights Reserved.

Bonus and Video Tracks of

"I Wanna Be Like You"

Performed by Lou Bega
Lou Bega appears courtesy of RCA

Music for Game Arranged and Recorded by:

Nicolas Maranda

Original Songs and Lyrics by:

Nicolas Maranda

Original Score by

Billy Martin

© Disney



NOTES

The image shows a full-page view of a sheet of white paper with horizontal ruling lines. At the top center, the word "NOTES" is printed in a bold, black, sans-serif font. Below the title, there are 20 horizontal lines for writing. At the bottom of the page, there is a decorative border featuring a row of stylized, grey, cartoonish characters running from left to right. The characters are simple in design, with some having spiky hair or pointed ears. In the background, behind the running characters, there are faint, grey silhouettes of tall, pointed structures that resemble towers or mountains.

NOTES

The page features a header with the word "NOTES" in a bold, stylized font. Below the header are numerous horizontal lines for writing. At the bottom of the page, there is a cartoon illustration of a city skyline with several tall buildings. In the foreground, a group of children are running from left to right, their bodies in motion. The entire page is framed by a light blue border.

[illegible]

WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is," without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubi Soft Support 3200 Gateway Centre Blvd. Suite 100
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

To order Ubi Soft products in the United States, please call toll free 877-604-6523.

AVAILABLE NOW!



***PK blasts into
cyber-action!***

Enter the sci-fi world of Disney's **PK** — the superhero alter-ego of Donald Duck! Armed with his mega cyber-device, you'll battle evil Evronian aliens, and discover explosively futuristic hardware.

www.DisneysPK.com


www.ubi.com

320401-MNL

Ubi Soft Entertainment, Inc., 625 Third St., Third Floor, San Francisco, CA 94107
© Disney. ©2002 Ubi Soft Entertainment. All Rights Reserved. Ubi Soft and the Ubi Soft logo are trademarks of Ubi Soft Entertainment in the U.S. and/or other countries.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

EVERYONE

CONTENT RATED BY
ESRB